

### IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method performed by a gaming system server, the method comprising:
  - authenticating a gaming ~~terminal~~ terminal's identity;
  - when the gaming terminal's identity is authenticated, then:
    - applying an encryption technique to encrypt a gaming software program, which produces an encrypted gaming software program; and
    - transmitting the encrypted gaming software program to the gaming terminal.
2. (Original) The method of claim 1, further comprising:
  - receiving a request to download the gaming software program from the gaming terminal.
3. (Currently Amended) The method of claim 1, wherein authenticating the gaming ~~terminal~~ terminal's identity comprises:
  - receiving a gaming terminal digital certificate from the gaming terminal; and
  - authenticating the gaming ~~terminal~~ terminal's identity based on the gaming terminal digital certificate.
4. (Original) The method of claim 1, further comprising:
  - determining whether the gaming terminal is authorized to access the gaming software program prior to transmitting the encrypted gaming software program.
5. (Original) The method of claim 1, further comprising:
  - generating a session key to use in applying the encryption technique.

6. (Original) The method of claim 1, wherein the encryption technique is selected from a group of encryption techniques that includes a symmetric encryption technique and an asymmetric encryption technique.
7. (Original) The method of claim 6, wherein the symmetric encryption technique is an encryption technique that uses a one-time session key.
8. (Original) The method of claim 6, wherein the asymmetric encryption technique is selected from a group of asymmetric encryption techniques that includes a public key encryption technique, and a multiple-key public key encryption technique.
9. (Original) The method of claim 1, further comprising:  
    establishing a public-private key-pair, which includes a public key and a private key; and  
    generating the gaming terminal digital certificate, which includes a digital certificate that is signed with the private key.
10. (Currently Amended) A method performed by a gaming terminal, the method comprising:  
    authenticating a gaming system ~~server~~ server's identity;  
    when the gaming server's identity is authenticated, then:  
        receiving an encrypted gaming software program from the gaming system server;  
    and  
        applying a decryption technique to decrypt the encrypted gaming software program, which produces a gaming software program.
11. (Original) The method of claim 10, further comprising:  
    sending a request to download the gaming software program to the gaming system server.
12. (Currently Amended) The method of claim 10, wherein authenticating the gaming system ~~server~~ server's identity comprises:

receiving a gaming system server digital certificate from the gaming system server; and  
authenticating the gaming system ~~server~~ server's identity based on the gaming system  
server digital certificate.

13. (Original) The method of claim 10, wherein the decryption technique is selected from a  
group of decryption techniques that includes a symmetric decryption technique and an  
asymmetric decryption technique.

14. (Original) The method of claim 13, wherein the symmetric decryption technique is a  
decryption technique that uses a one-time session key.

15. (Original) The method of claim 13, wherein the asymmetric decryption technique is  
selected from a group of asymmetric decryption techniques that includes a public key decryption  
technique, and a multiple-key public key decryption technique.

16. (Original) The method of claim 10, further comprising:  
establishing a public-private key-pair, which includes a public key and a private key; and  
generating the gaming system server digital certificate, which includes a digital certificate  
that is signed with the private key.

17. (Original) In a gaming system, a method comprising:  
a server of a gaming system generating a public-key private-key key pair;  
encrypting the public-key private-key key pair to produce an encrypted public-key  
private-key key pair;  
generating a certification authority digital certificate request, the certification authority  
digital certificate request including a public-key associated with the encrypted public-key  
private-key key pair;  
decrypting the public-key private-key key pair; and  
signing the certification authority digital certificate request using the private-key of the  
public-key private-key key pair to form the certification authority digital certificate.

18. (Original) In a gaming system, a method comprising:
- a server of a gaming system generating a public-key private-key key pair;
  - generating an unsigned digital certificate request, the unsigned digital certificate request including the public-key associated with the encrypted public-key private-key key pair;
  - providing the unsigned digital certificate request to an approval authority; and
  - receiving, from the approval authority, a signed digital certificate associated with the unsigned digital certificate request, the signed digital certificate including a digital signature from the approval authority, the digital signature formed by digitally signing the public-key of the public-key private-key key pair with an approval authority private-key from an approval authority public-key private-key key pair, the digital signature linking the signed digital certificate to the approval authority.
19. (Canceled)
20. (Original) In a gaming system, a method comprising:
- receiving a first signed digital certificate from a server, the first signed digital having an associated first public-key private-key key pair and having a first digital signature from an approval authority, the first digital signature formed by digitally signing the first public-key of the first public-key private-key key pair with a first approval authority private-key from a first approval authority public-key private-key key pair;
  - authenticating the server based on the first signed digital certificate;
  - creating a premaster secret based on the first signed digital certificate;
  - encrypting the premaster secret with the first public-key of the first public-key private-key key pair to form an encrypted premaster secret;
  - transmitting the encrypted premaster secret to the server;
  - transmitting a second signed digital certificate, the second signed digital certificate including a second public key of an associated second public-key private-key key pair and a second digital signature, the second digital signature formed by digitally signing the second

public-key of the associated second public-key private-key key pair with a second approval authority private-key from a second approval authority public-key private-key key pair;

transmitting digitally signed random data, the digitally signed random data comprising randomly generated data and a third digital signature, the third digital signature formed by encrypting a one-way hash with the second private-key of the associated second public-key private-key key pair, the one-way hash formed from the randomly generated data;

receiving a master secret, the master secret formed by decrypting the encrypted premaster secret with the first private-key of the first public-key private-key key pair;

generating a session key from the master secret;

transmitting a first message to the server, the first message indicating a session key use;

receiving a second message from the server, the second message indicating the session key use; and

receiving session key encrypted data based on an access control list, the access control list comprising the access information.

21. (Original) In a gaming system, a method comprising:

receiving a signed digital certificate from a server, the signed digital certificate having an associated public-key private-key key pair and having a digital signature from an approval authority, the digital signature formed by digitally signing the public-key of the public-key private-key key pair with an approval authority private-key from an approval authority public-key private-key key pair;

verifying a validity period of the digital certificate;

validating the digital signature of the signed digital certificate if the period of the digital certificate is valid;

validating a location of the server if the digital signature of the signed digital certificate is valid; and

authenticating the server if the location of the server is valid.

22. (Original) In a gaming system, a method comprising:

receiving a signed digital certificate from a gaming terminal, the signed digital certificate including a public key of an associated public-key private-key key pair and a first digital signature from an approval authority, the first digital signature formed by digitally signing the public-key of the associated public-key private-key key pair with an approval authority private-key from an approval authority public-key private-key key pair;

receiving digitally signed random data from the gaming terminal, the digitally signed random data comprising randomly generated data and a second digital signature, the second digital signature formed by encrypting a one-way hash with the private-key of the associated public-key private-key key pair, the one-way hash formed from the randomly generated data;

validating the second digital signature with the public-key of the associated public-key private-key key pair to authenticate the gaming terminal;

verifying a validity period of the signed digital certificate if the second digital signature is valid;

validating an approval authority associated with the first digital signature if the period of the digital certificate is valid;

validating the first digital signature if the approval authority is valid; and

enabling the gaming terminal to receive data based on an access control list, the access control list comprising the gaming terminal access information.

23. (Currently Amended) A gaming system comprising:

one or more gaming system servers, wherein selected ones of the one or more gaming system servers authenticate a gaming ~~terminal~~ terminal's identity, and when the gaming terminal's identity is authenticated: apply an encryption technique to encrypt a gaming software program, which produces an encrypted gaming software program, and transmit the encrypted gaming software program to the gaming terminal; and

one or more gaming terminals, wherein selected ones of the one or more gaming terminals authenticate a gaming system ~~server~~ server's identity, and when the gaming system server's identity is authenticated: receive the encrypted gaming software program from the gaming system server, and apply a decryption technique to decrypt the encrypted gaming software program, which produces the gaming software program.

24. (Currently Amended) A computer-readable medium having program instructions stored thereon to perform a method, which when executed within an electronic device, result in:

a gaming system server authenticating a gaming terminal terminal's identity;  
when the gaming terminal's identity is authenticated, then:

applying an encryption technique to encrypt a gaming software program, which produces an encrypted gaming software program; and

transmitting the encrypted gaming software program to the gaming terminal.

25. (Currently Amended) A computer-readable medium having program instructions stored thereon to perform a method, which when executed within an electronic device, result in:

a gaming terminal authenticating a gaming system ~~server~~ server's identity;  
when the gaming system server's identity is authenticated, then:

receiving an encrypted gaming software program from the gaming system server;

and

applying a decryption technique to decrypt the encrypted gaming software program, which produces a gaming software program.

26. (New) The method of claim 1, further comprising authenticating the gaming terminal digital certificate.

27. (New) The method of claim 10, further comprising authenticating the gaming server digital certificate.

28. (New) The method of claim 4, wherein determining whether the gaming terminal is authorized to access the gaming software program comprises checking an access control list.